



NAME

CLASS

RACE

LEVEL

E	10
	9
	8

C	7
	6
	5

A	4
	3
	2
	1

WEIGHT

HEIGHT

AGE

GENDER

ALIGN

DEITY

HOME

GROUP

ABILITY SCORES

STR	<input type="text"/>	MOD	<input type="text"/>	+LVL	<input type="text"/>	+MISC	<input type="text"/>
CON	<input type="text"/>	MOD	<input type="text"/>	+LVL	<input type="text"/>	+MISC	<input type="text"/>
DEX	<input type="text"/>	MOD	<input type="text"/>	+LVL	<input type="text"/>	INIT	<input type="text"/>
INT	<input type="text"/>	MOD	<input type="text"/>	+LVL	<input type="text"/>	+MISC	<input type="text"/>
WIS	<input type="text"/>	MOD	<input type="text"/>	+LVL	<input type="text"/>	+MISC	<input type="text"/>
CHA	<input type="text"/>	MOD	<input type="text"/>	LVL	<input type="text"/>	+MISC	<input type="text"/>

INCREMENTAL ADVANCEMENTS

POWER/SPELL SKILLS+1

ABILITY (4th/7th/10th) FEAT

MAGIC ITEM SLOT HP

SAVE BONUSSES

DEATH SAVES

MD	PD
AC	

RECOVERIES

— D — + —

CURRENT HITPOINTS

MAX


UNIQUE THING



FEATS / TALENTS

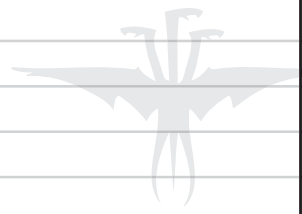


BACKGROUNDS



PTS

ICONS




RELATIONSHIP

PTS

POWERS / SPELLS



ATTACKS



HIT

DAMAGE

MISS

NOTES

Lined area for notes with a scroll icon in the center.

PORTRAIT

Blank area for a character portrait.

POUCH

Pouch icon and a small checkbox.

WORN / CARRIED

Lined area for worn/carried items with a belt icon.

STORED

Storage chest icon.

POUCH

Pouch icon and a small checkbox.

POUCH

Pouch icon and a small checkbox.

Equipment slots with icons: helmet, necklace, sword, staff, pickaxe, umbrella, arrows, boots, and shield.

Equipment slots with icons: chest, bowl, shield, gloves, ring, ring, balloon, and book.

POUCH

Pouch icon and a small checkbox.

POUCH

Pouch icon and a small checkbox.

POUCH

Pouch icon and a small checkbox.


BACKPACK

Lined area for a backpack with a backpack icon.


SATCHEL

Lined area for a satchel with a satchel icon.

ANIMAL COMPANION

Name:	Level:	Species:
Appearance:		
Personality:		
Advantage:		
		
Attack:	Damage:	
Hitpoints: /	AC:	MD: PD:
Conditions:		

FAMILIAR / PET

Name:	Species:
Appearance:	
Personality:	
Ability:	
	
Ability:	
Ability:	
Ability:	

MOUNT

Name:	Species:
Appearance:	
Personality:	
Abilities:	
Equipment:	
